CLAIMS:

1. An arrangement (12) for replaying stored audio data (Ai), which audio data (Ai) corresponds to text data (Ti) from a text composed of words, with memory means (19) for storing the audio data (Ai), into which memory means (19) audio data (Ai) to be stored can be read in a forward sequence, and with control means (20) for controlling the replaying of stored audio data (Ai) in a forward mode and in a reverse mode, and with audio replaying means (27), wherein the control means (20) is set up in such a way that, during a playback of audio data (Ai) in reverse mode, starting from the particular momentary replay position in the audio data (Ai), it automatically initiates a backward jump, counter to the forward sequence, over a return distance (1A, 2A, 3A, ...6A) corresponding to the length of at least roughly two words, to a target position, and then, starting from the particular target position, initiates a replay of audio data (Ai) in the forward sequence for just one part (1B, 2B, 3B, ...6B) of the return distance (1A, 2A, 3A, ...6A).

2. An arrangement as claimed in claim 1, wherein the control means (20) is set up in such a way that, using word-marking data (Mi) assigned to the words as control data, it initiates a backward jump to the particular target position.

3. An arrangement as claimed in claim 2, wherein a counting means (31) is assigned to control means (20) in order to count the marking data (Mi) reached during backward jumping or replaying.

4. An arrangement as claimed in claim 1, wherein a timing circuit (30) is assigned to control means (20) in order to calculate the duration of the audio replay.

5. An arrangement as claimed in claim 1, wherein setting means (32) is connected to control means (20) in order to set the speed of the audio replay.

6. An arrangement as claimed in claim 1, wherein the control means (20) is further connected to text memory means (18) for storing text data (Ti) corresponding to the

audio data (Ai), which is connected to text display means (22), and wherein the control means (20) is set up to initiate, by means of linkage data for the audio data (Ai) and text data (Ti), a synchronous replaying of the audio data (Ai) and the text data (Ti) corresponding to it.

7. An arrangement as claimed in claim 6, wherein the control means (20) and the text memory means (18) and the memory means (19) for the audio data (Ai) are connected to voice recognition means (17), which undertakes an automatic transcription.

8. A method for replaying audio data (Ai), stored in memory means (19), which audio data (Ai) corresponds to text data (Ti) from a text composed of words, and into which memory means (19) audio data (Ai) to be stored is read in a forward sequence, under which method the replaying of audio data (Ai) in a forward mode and in a reverse mode can be controlled, wherein, during a playback of audio data (Ai) in reverse mode, starting from the particular momentary replay position in the audio data (Ai), a backward jump takes place automatically, counter to the forward sequence, over a return distance (1A, 2A, 3A, ...6A) corresponding to the length of at least roughly two words, to a target position, and then, starting from the particular target position, a replay in the forward sequence is undertaken for just one part (1B, 2B, 3B, ...6B) of the return distance (1A, 2A, 3A, ...6A).

9. A method as claimed in claim 8, wherein word-marking data (Mi) assigned to the words is used as control data during the backward jump to the target position.

10. A method as claimed in claim 9, wherein replaying in the forward sequence is automatically terminated when the next word-marking data (Mi) is reached during replaying.

11. A method as claimed in claim 8, wherein replaying in the forward sequence is automatically terminated after a specified period.

12. A method as claimed in claim 8, wherein, on termination of the replay in the forward sequence, a backward jump over a return distance corresponding to the length of at least roughly two words takes place automatically.

13. A method as claimed in claim 8, wherein the backward jump in the audio data (Ai) is undertaken at a speed that is higher than the replay speed during replaying in the forward sequence, and without acoustic replaying of the stored audio data (Ai).

14. A method as claimed in claim 8, wherein the replaying of the stored audio data (Ai) in the forward sequence takes place at an adjustable replay speed.

15. A method as claimed in claim 8, wherein, synchronously with the replaying of the stored audio data (Ai) in the forward sequence, a visual displaying of text data (Ti) corresponding to the audio data (Ai) takes place, which displaying is controlled by linkage data for the stored audio data (Ai) and the text data (Ti) corresponding to it.

16. A method as claimed in claim 15, wherein, during the visual displaying of multiple words of the text data (Ti), the particular visually displayed word for which the corresponding audio data (Ai) is being replayed is visually highlighted.

17. A method as claimed in claim 15, wherein the text data (Ti) corresponding to audio data (Ai) is obtained by means of an automatic voice recognition method, wherein, simultaneously, the word-marking data (Mi) is generated and stored as linkage data for the text data (Ti) and audio data (Ai) that correspond with each other.

18. A computer program product that can be loaded into a memory (25) of a computer, and which comprises sections of software code in order that, by means of their implementation following loading into the memory (25), the method as claimed in claim 8 can be implemented with the computer.

19. A computer program product as claimed in claim 18, characterized in that it is stored on a computer-readable medium.

20. A computer with a processing unit and an internal memory, which computer is designed to implement the computer program product as claimed in claim 18.